

## Bears paw Junior Chess Club Curriculum

Levels	Basic Concepts	Checkmates	Strategy	Tactics
Novice Level 1	<ul style="list-style-type: none"> <li>The Pieces</li> <li>How They Move</li> <li>Setting up the board</li> </ul>	<ul style="list-style-type: none"> <li>Check</li> <li>Checkmate</li> <li>Stalemate</li> </ul>	<ul style="list-style-type: none"> <li>Shrinking the opposing King's space</li> <li>Creating Escape Squares</li> </ul>	<ul style="list-style-type: none"> <li>Escaping from check</li> </ul> <p>Run <b>Away</b>, <b>Block</b>, <b>Capture</b></p>
Novice Level 2	<p>Special Moves</p> <ul style="list-style-type: none"> <li>Castling</li> <li>Promotion</li> <li>En Passant</li> </ul> <p>• Computer and Online Chess</p>	<ul style="list-style-type: none"> <li>Fool's mate</li> <li>Scholar's mate</li> <li>Solo/Helper mates</li> </ul>	<p>Basic Opening Strategy</p> <ul style="list-style-type: none"> <li>Attack the Center with Center Pawns</li> <li>Knights &amp; Bishops out early</li> <li>Castle for King safety</li> <li>Rooks connected</li> </ul>	<ul style="list-style-type: none"> <li>Hanging Piece (Piece En Prise)</li> </ul>
Novice Level 3	<ul style="list-style-type: none"> <li>Value of pieces</li> <li>Etiquette</li> <li>Touch move</li> <li>Release move</li> <li>Tournaments</li> <li>Using clocks</li> </ul>	<ul style="list-style-type: none"> <li>Two Rooks or Queen and Rook</li> <li>Back rank mates</li> </ul>	<ul style="list-style-type: none"> <li>Attack f7/f2</li> <li>Piece Preferences (outposts, open files, batteries, fianchetto, a Knight on the rim, hide or centralize the King)</li> </ul>	<ul style="list-style-type: none"> <li>Relative Exchanges</li> <li>Winning the Exchange (capturing more or better pieces)</li> <li>Simplify when up material</li> </ul>

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Levels	Concepts	Checkmates	Strategy	Tactics
<b>Intermediate Level 4</b>	<ul style="list-style-type: none"> <li>• Notation</li> <li>• Phases of the game</li> <li>• Simple Pawn Structure (Chains, Isolated, Doubled, Passed)</li> </ul>	<ul style="list-style-type: none"> <li>• King and Queen</li> <li>• King and Rook</li> </ul>	<ul style="list-style-type: none"> <li>• Critical Moves</li> <li>• Find 3 moves and rate them:                             <ul style="list-style-type: none"> <li>- Good,</li> <li>- Better</li> <li>- Best</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Forks</li> <li>• Pins</li> </ul>
	<b>Openings</b>			
	Compare 2 openings: <ul style="list-style-type: none"> <li>• Giuoco Piano</li> <li>• Fried Liver Attack</li> </ul>			
<b>Intermediate Level 5</b>	<b>e4-e5</b> <ul style="list-style-type: none"> <li>• Bishop</li> <li>• Scotch</li> <li>• Danish</li> <li>• Petrov</li> </ul>	<ul style="list-style-type: none"> <li>• Queen and Bishop</li> <li>• Queen and Knight</li> </ul>	<b>Threat Assessment</b> <ol style="list-style-type: none"> <li>1. His/her <b>Checks...</b> and Your Checks</li> <li>2. His/her <b>Captures...</b> and your Captures</li> <li>3. His/her <b>Threats...</b> and your Threats</li> </ol>	<ul style="list-style-type: none"> <li>• Skewer</li> <li>• Discovered Attack</li> </ul>
<b>Intermediate Level 6</b>	<b>More e4-e5</b> <ul style="list-style-type: none"> <li>• Ruy Lopez</li> <li>• King's Gambit</li> <li>• Two/Four Knights</li> <li>• Philidor</li> </ul>	<ul style="list-style-type: none"> <li>• Rook and Bishop</li> <li>• Rook and Knight</li> </ul>	<b>The Five Elements</b> <ol style="list-style-type: none"> <li>1. Material</li> <li>2. Development</li> <li>3. Space</li> <li>4. Pawn Structure</li> <li>5. King Safety</li> </ol>	<ul style="list-style-type: none"> <li>• Double Check</li> <li>• Overworked Piece</li> </ul>

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<b>Levels</b>	<b>Openings</b>	<b>Checkmates</b>	<b>Strategy</b>	<b>Tactics</b>
<b>Advanced Level 7</b>	<b>Other responses to E4</b> <ul style="list-style-type: none"> <li>• Alekhine</li> <li>• Sicilian</li> <li>• French</li> <li>• Caro-Kann</li> <li>• Pirc</li> </ul>	<b>Mating Patterns</b> <ul style="list-style-type: none"> <li>• Two Bishops</li> <li>• Knight and Bishop</li> </ul>	<ul style="list-style-type: none"> <li>• Pawn Structure: Islands, Chains, Isolated, Doubled, Backward, Passed</li> <li>• King &amp; Pawn Endgame               <ul style="list-style-type: none"> <li>- Opposition</li> <li>- Square of the pawn</li> <li>- The Queening Square</li> <li>- The King</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Removing the Guard</li> <li>• Trapping</li> </ul>
<b>Advanced Level 8</b>	<b>Other Openings</b> <ul style="list-style-type: none"> <li>• Queen's Gambit               <ul style="list-style-type: none"> <li>- Accepted</li> <li>- Declined</li> </ul> </li> <li>• Indian Defence               <ul style="list-style-type: none"> <li>- Nimzo-Indian</li> <li>- King's Indian</li> <li>- Bogo-Indian</li> <li>- Queen's Indian</li> </ul> </li> <li>• Flank Openings               <ul style="list-style-type: none"> <li>- English, Reti, Larsen's</li> </ul> </li> </ul>	<b>Mating Patterns</b> <ul style="list-style-type: none"> <li>• Other mates               <ul style="list-style-type: none"> <li>- Queen &amp; pawn</li> <li>- Smothered</li> <li>- Swallowtail</li> <li>- Other mating patterns</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Time/Tempo/Tempi</li> <li>• Initiative</li> <li>• Space</li> <li>• Cramped positions</li> <li>• Weak squares</li> <li>• Good Bishop/Bad Bishop</li> <li>• Improve your weakest piece</li> </ul>	<ul style="list-style-type: none"> <li>• Deflection</li> <li>• Decoy</li> </ul>
<b>Advanced Level 9</b>	<ul style="list-style-type: none"> <li>• <b>Choosing Openings</b></li> <li>• <b>Analyse Openings in their own live or recorded games</b></li> </ul>	<b>Review Checkmates in their own live or recorded games</b>	<b>Review Strategies in their own live or recorded games</b>	<b>Review Tactics in their own live or recorded games</b>